

EECS 581 Project Description

Team 12

Members: Katie Lucas, Jordan Love, Megan Rajagopal, Joey Pennington, Haleigh Hunt

Name: Dragon's Adventure (TBD)

Synopsis: We are creating an entertaining and educational children's point and click adventure game using the Universal Design for Learning (UDL) guidelines.

Description: This project is being undertaken because we have found a lack in quality fun and educational games for children that address the need for UI changes in games for younger users that may not be used to using technology. For example, many children's games on the market do not have identifiable stories or characters and this game intends to create an entertaining and subtly educational game for this audience using the Universal Design for Learning guidelines. It will also serve to be a gentle entry into video games and technology for children where the game is not too frustrating or difficult to navigate. Additionally, a lot of these games cost money and are blocked behind ads and multiple in-game purchases which ours will not do. The game will also be voice acted so the game is more accessible to younger audiences who may have difficulty reading and puzzles will not be language specific. The end result of this project will be a complete game that has been tested and improved upon through research. We are taking a UX/human-centered design approach with lots of user testing alongside development.

Semester 1 Milestones:

- Research UDL guidelines 10/9/2020
- Project Storyline written 10/16/2020
- Project Dialog written 11/13/2020
- Prototype of App 11/6/2020
- Prototype User Test Planned 11/24/2020

Semester 2 Milestones:

- Program Map and Areas 3/26/2021
- Finding Talent for Game 1/11/2021
- Conduct Prototype User Test 1/22/2021
- Conduct Next User Test 4/2/2021
- Edit Games Based on Final Feedback 4/30/2021

Gantt chart is on another submitted PDF.

Budget:

- Art, music, voice acting - TBD Spring semester
- Research compensation - \$200 Spring semester
- Adobe XD (or similar prototyping software) - \$350 in total Fall and Spring semesters
- Recording equipment - TBD, might rent Spring semester
- iOS developer membership (one year) - \$99 Spring semester

